

CLAIMS

What is claimed is:

1. A method for administering digital collectible cards in a communication network, comprising the steps of:

5 identifying the user of a mobile terminal in the communication network, the user entering the communication network using the mobile terminal; and

associating a digital collectible card with the user based on the identification received from the mobile terminal.

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2. The method of claim 1, further comprising the step of the user trading the associated digital collectible card with a second user, wherein the second user is associated with the digital collectible card after the trade.

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3. The method of claim 2, wherein the step of trading the digital collectible card with the second user is performed under control of a server.

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4. The method of claim 2, wherein the step of trading the digital collectible card with the second user includes storing the digital collectible card at a first mobile terminal, and transferring the digital collectible card from the first mobile terminal to a second mobile terminal via a wireless communication.

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5. The method of claim 1, further comprising storing the digital collectible card on a server, and making the association of the digital collectible card with the user at the server.

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6. The method of claim 1 or 5, wherein the association of the digital collectible card with the user indicates ownership of the digital collectible card by the user.

7. The method of claim 1, further comprising the step of notifying the user of a given digital collectible card associated with a second user wherein the given digital collectible card is available for purchase or trade.

8. The method of claim 1, comprising
keeping location information on mobile terminals in the
communication network, and

5 determining the vicinity of a second user based on the location
information of the mobile terminal of the user and of the mobile terminal of the
second user.

9. The method of claim 1, and comprising before the step of
associating the step of the user requesting to purchase the digital collectible card.

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10. The method of claim 1, wherein the step of identifying the user in
the communication network comprises the step of entering a password at the
mobile terminal.

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11. The method of claim 5, further comprising
transmitting a request from the mobile terminal to a server to send the
digital collectible card to the mobile terminal,
identifying the user sending the request,
comparing the identity of the user having sent the request with the
20 user identification information associated with the digital collectible card, and
providing the user with the digital collectible card in response to
having determined a match of the identity and user identification information in the
comparison.

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12. The method of claim 11, wherein the step of providing the user
with the digital collectible card comprises the steps of:

transmitting the digital collectible card from the server to the mobile
terminal via the communication network; and

30 displaying the transferred digital collectible card on the mobile
terminal.

13. The method of claim 11, wherein the step of providing the user with the digital collectible card comprises providing the digital collectible card for view on the mobile terminal for a limited period of time only.

5 14. The method of claim 1, wherein the digital collectible card includes at least one of a streamed video, an advertisement, digital music, a video clip and an avatar feature.

10 15. The method of claim 1, wherein the digital collectible card includes at least one dynamic user-specific feature.

15 16. The method of claim 1, wherein the digital collectible card comprises data information and the method further comprises the step of updating data information of the digital collectible card in real time based on a real event corresponding to the contents of the digital collectible card.

17. The method of claim 16, wherein the step of updating data information of the digital collectible card is done on request of the user.

20 18. The method of claim 1, further comprising the step of adding an indicator to the digital collectible card wherein the indicator includes a certain price for the digital collectible card.

25 19. The method of claim 1, wherein the communication network includes a cellular mobile communication network.

30 20. The method of claim 5, wherein the server storing a plurality of digital collectible cards and association information identifying the owners of the digital collectible cards.

21. A digital collectible card system in a communication network, comprising:

at least one mobile terminal for displaying and controlling of at least one digital collectible card associated with a user of the mobile terminal; and

a server communicating with the mobile terminal via the communication network for storing the digital collectible card and for associating the user with the digital collectible card.

22. The digital collectible card system of claim 21, further comprising a digital physical card wirelessly communicating with the mobile terminal for, independently of the mobile terminal, presenting the digital collectible card transferred thereto.

23. The digital collectible card system of claim 21, wherein the communication network includes mobile network and Internet, and wherein the mobile network is selected from a group consisting of GSM, GPRS, and UMTS.

24. The digital collectible card system of claim 21, wherein the communication network includes a location register to locate the position of the mobile terminal.

25. The digital collectible card system of claim 21, wherein the digital collectible card includes at least one of a streamed video, an advertisement, digital music, a video clip and an avatar feature.

26. The digital collectible card system of claim 21, wherein the digital collectible card includes at least one dynamic user-specific feature.

27. A digital collectible card stored in an electronic memory and for display on a wireless mobile communication device, comprising:

first information for identifying the digital collectible card; and

second information representing a collectible object and being adapted to be displayed on a wireless mobile communication device.

28. A digital collectible card of claim 27, wherein the second information comprises at least one of a streamed video, an advertisement, digital music, a video clip, and an avatar feature.

5 29. A computer program product comprising a program of instructions executable by a computing system for administering digital collectible cards, comprising:

 computer program code for identifying a user of a mobile terminal, the user entering a communication network using the mobile terminal; and

10 computer program code for associating a digital collectible card with the user based on the identification received from the mobile terminal.

 30. A mobile terminal for viewing digital collectible cards, the mobile terminal comprising:

15 an input user interface to allow the user of the mobile terminal to input user identity information and to request a digital collectible card from the network;

 a memory to store the digital collectible card received at the mobile terminal;

20 an output user interface to display a received digital collectible card; a transceiver for wireless communication over the communication network; and

 a processor configured to transmit user identity information to a digital collectible card server over the communication network and a request to receive a particular digital collectible card from the digital collectible card server.

 31. A method for owning a digital collectible card to be displayed on a wireless user terminal, comprising the steps of:

 storing a digital collectible card on a server;

30 associating at the server the digital collectible card with information indicating the owner of the card;

 accessing the server with the wireless user terminal via wireless communication;

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transferring the digital collectible card to the wireless user terminal having identified the user as the owner of the card.